

Fig. 30 graphically illustrates an example data structure in the form of a hierarchical tree structure that represents the project of Fig. 29.

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Figs 31-37<sup>37</sup> graphically illustrate various matrix switch programming grid states at select points in generating and configuring the matrix switch to implement the media processing of Fig. 29.

Fig. 38 illustrates an example matrix switch suitable for use in the media processing project of Fig. 29, according to one described embodiment.

Fig. 38a graphically illustrates an example data structure in the form of a hierarchical tree structure that represents a project that is useful in understanding composites in accordance with the described embodiments.

Fig. 39 is a flow diagram that describes steps in a method in accordance with one described embodiment.

## DETAILED DESCRIPTION

### Related Applications

This application is related to the following commonly-filed U.S. Patent Applications, all of which are commonly assigned to Microsoft Corp., the disclosures of which are incorporated by reference herein:

- Application Serial No. \_\_\_\_\_, entitled "An Interface and Related Methods for Reducing Source Accesses in a Development System", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-643US;
- Application Serial No. \_\_\_\_\_, entitled "A System and Related Interfaces Supporting the Processing of Media Content", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-629US;
- Application Serial No. \_\_\_\_\_, entitled "A System and Related Methods for Reducing Source Filter Invocation in a Development